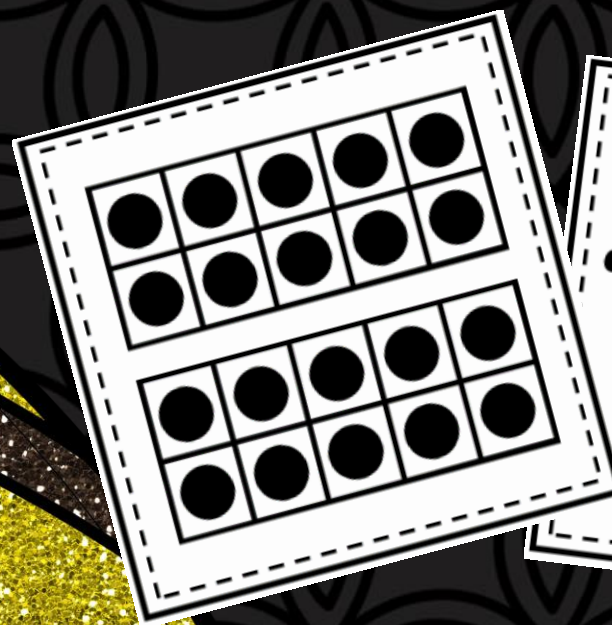
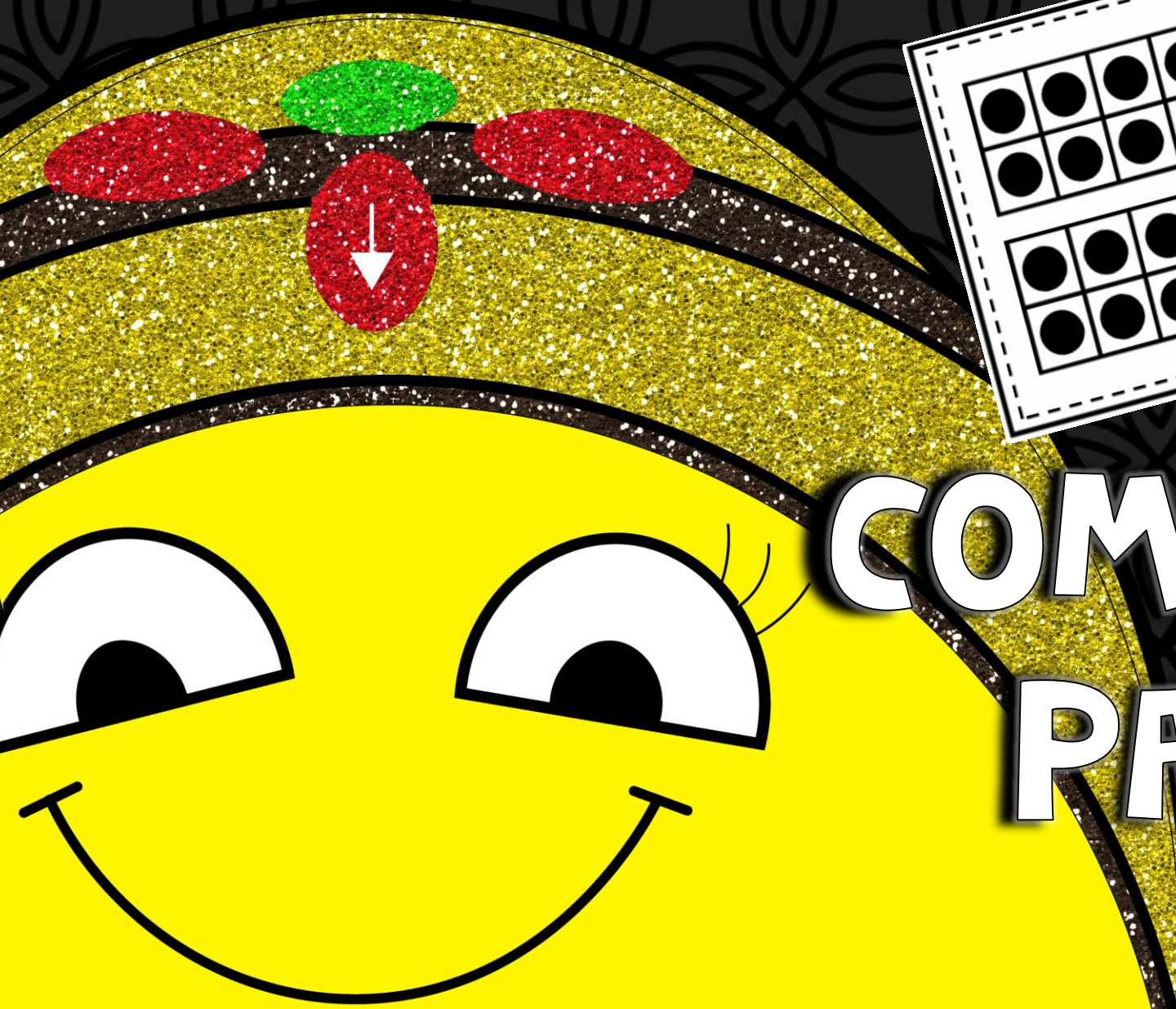


BEE-BOT

NUMBERS 1-20



four

COMPANION
PACKET

BEE-BOT

>>> PICK A CARD

>> PROGRAM BEE-BOT

>> WRITE YOUR ANSWER



USE WITH A

BEE-BOT


MAT

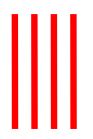
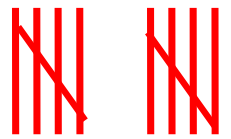
WHAT YOU GET

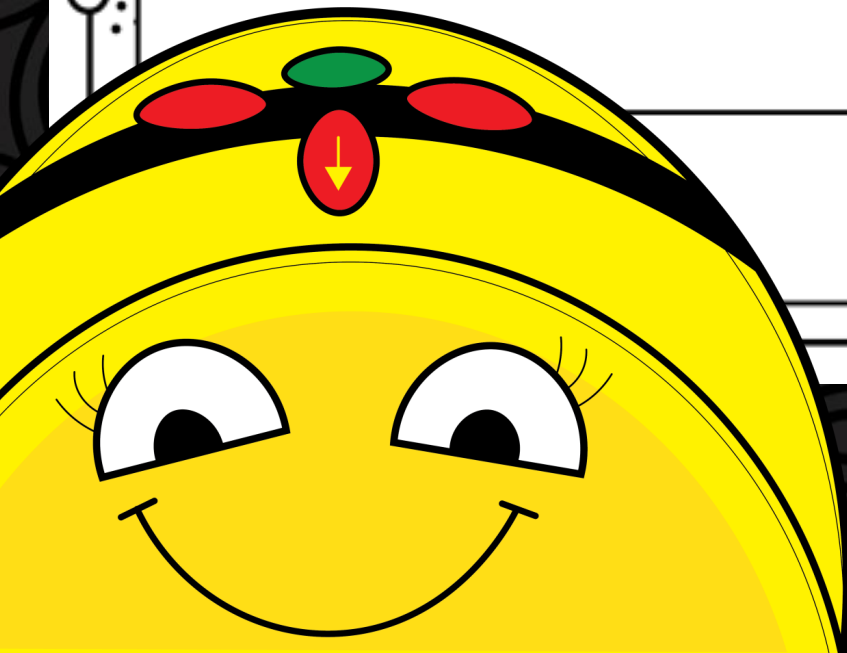
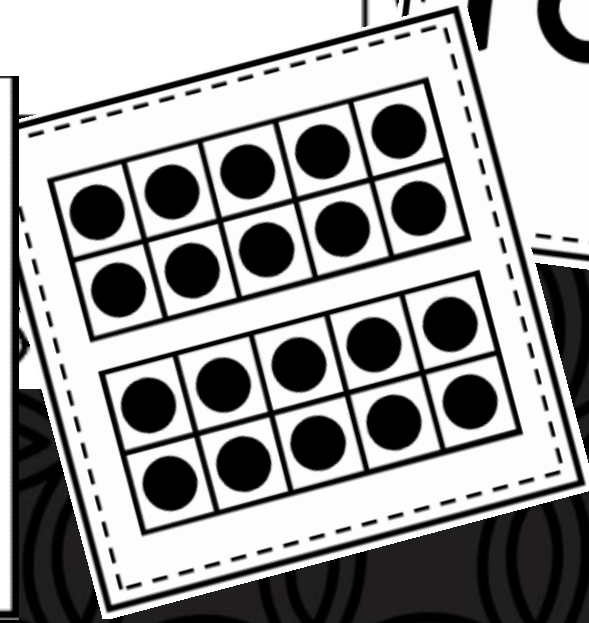
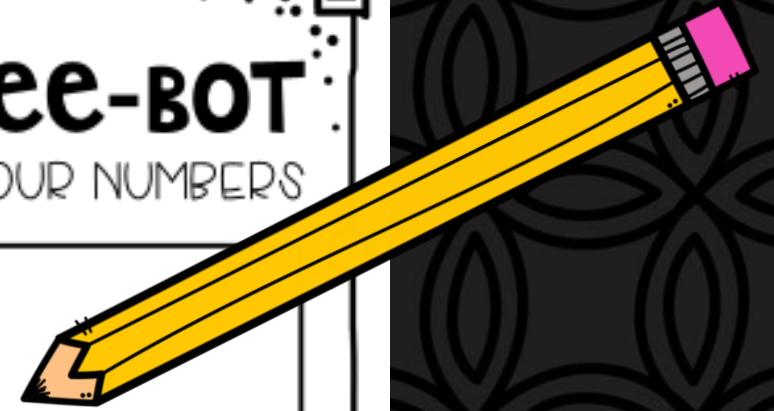
SEQUENCING AND CONTROL

Name: _____

Directions: Pick a card and program bee-bot to find the same number. After bee-bot finds the number on the mat, write the number using tally marks.

 **BEE-BOT**
COUNTING OUR NUMBERS

1. 	2. 
3.	4.
5.	6.
7.	8.



WHAT YOU GET

COMPANION PACKET

THIS PACKET IS INTENDED FOR USE WITH A **BEE-BOT** AND AN ACCOMPANYING **BEE-BOT MAT**. THERE ARE 52 CARDS (EXAMPLE BELOW) THAT HAVE IMAGES OF VOCABULARY WORDS. THERE ARE TWO WORDS PER LETTER OF THE ALPHABET PROVIDED.

HOW TO PLAY: SPLIT YOUR STUDENTS INTO GROUP OF 4-6. EACH STUDENT WILL RECEIVE A WORKSHEET AND A WRITING INSTRUMENT. THE STUDENTS ARE TO TAKE TURNS CHOOSING A NUMBER CARD AND PROGRAMMING BEE-BOT TO FIND A MATCH ON THE MAT. EVERY STUDENT IN THE SMALL GROUP SHOULD WRITE DOWN TALLY MARKS TO MATCH THE NUMBER THAT BEE-BOT ENDS ON, ONTO THEIR WORKSHEET AND TAKE TURNS PULLING A CARD. ONCE ALL OF THE BLANKS ON THE WORKSHEETS ARE FULL, THE GAME IS OVER.



Name: _____

Directions: Pick a card and program bee-bot to find the same number. After bee-bot finds the number on the mat, write the number using tally marks.

1.	2.
3.	4.
5.	6.
7.	8.
9.	10.

BEE-BOT
COUNTING OUR NUMBERS

